CLAIMS

1.   An image generating system which generates a three-
dimensional image of an object formed of a polygon, comprising:
        means which scissors a polygon arranged in a three-
dimensional space in an arbitrary plane to generate a new vertex
for specifying the scissored polygon; and
        means which generates an image of an object formed of the
polygon containing the new vertex.

2.   The image generating system as defined in claim 1,
        wherein a polygon containing a vertex which is out of a
drawable range is scissored at a portion containing the vertex,
in a predetermined plane.

3.   The image generating system as defined in claim 1,
        wherein a polygon is scissored in a plane which specifies
a viewing angle range.

4.   The image generating system as defined in claim 2,
        wherein a polygon is scissored in a plane which specifies
a viewing angle range.

5.   The image generating system as defined in claim 1,
        wherein a polygon arranged in a three-dimensional space
is subjected to coordinate transformation into a screen
coordinate system, to detect an undrawable vertex; and

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wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

5   6.   The image generating system as defined in claim 2,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is

10   scissored at a portion containing the detected vertex in a predetermined plane.

7.   The image generating system as defined in claim 3,

wherein a polygon arranged in a three-dimensional space

15   is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

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8.   The image generating system as defined in claim 4,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

25   wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

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9.   A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a program for implementing:

5   means which scissors a polygon arranged in a three-dimensional space in an arbitrary plane to generate a new vertex for specifying the scissored polygon; and

        means which generates an image of an object formed of a polygon containing the new vertex.

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10.   The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

        wherein a polygon containing a vertex which is out of a drawable range is scissored at a portion containing the vertex,

15   in a predetermined plane.

11.   The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

        wherein a polygon is scissored in a plane which specifies

20   a viewing angle range.

12.   The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

        wherein a polygon is scissored in a plane which specifies

25   a viewing angle range.

13.   The program embodied on an information storage medium or

in a carrier wave as defined in claim 9,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

5   wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

14.   The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

15.   The program embodied on an information storage medium or in a carrier wave as defined in claim 11,

20   wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

16.   The program embodied on an information storage medium or

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in a carrier wave as defined in claim 12,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

5   wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

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